ART AND GRAPHIC DESIGN

Phone: (209) 946-2241
Location: Jeannette Powell Art Center, South Campus
Brett DeBoer, Co-Chair, Graphic Design

Degrees Offered
Bachelor of Fine Arts

Majors Offered
Graphic Design (BFA)
Studio Art (BFA)

Minors Offered
Art History
Graphic Design
Studio Art

Mission
Our mission is to provide aspiring artists and graphic designers with intensive, integrative, relevant, and rewarding educational programs of excellent quality in a personal, supportive, and collaborative environment. We seek to graduate creative individuals who think critically and historically, communicate effectively, and act responsibly in our global society. We are also committed to providing studio and art history courses to non-art majors as part of Pacific’s General Education Program and to contributing to the aesthetic quality of the campus.

To accomplish this mission:

• Our undergraduate curricula include art and design theories, histories, and experiential learning in both traditional and contemporary visual arts media, providing a strong basis for informed reflection, critical thinking, independent inquiry, and imaginative expression.
• Our undergraduate curricula in Graphic Design and Studio Art combine a thorough visual arts education with a comprehensive grounding in the fertile, intellectual heritage of the Humanities and the liberal arts.
• Our faculty members inform and inspire; their teaching expertise is enriched by their professional experience as artists, designers, and historians.
• Undergraduate research, internships, and study abroad experiences are encouraged.
• We promote interdisciplinary partnerships and collaborations with other units within the university and within our community to create educational opportunities and reach to broader audiences.
• We engage in ongoing assessment of our programs.

Degrees in Studio Art and Graphic Design
The department offers two accredited degree programs. These programs lead to a Bachelor of Fine Arts degree in Graphic Design or Studio Art. A self-designed major in Art History is available (e.g. Visual Studies, Arts Administration, Art Therapy). Admission into the BFA degree programs requires filing a declaration of major form and consulting with a department advisor in the chosen discipline.

Upon completion of the BFA in Studio Art, students will be able to:
1. Demonstrate competence with the principals of visual organization, including the ability to work with visual elements in two and three dimensions; color theory and its applications; and drawing.
2. Apply knowledge of the principles of visual organization to conduct formal analysis of artworks.
3. Demonstrate a working knowledge of media, technologies and equipment applicable to their area(s) of emphasis. This includes environmentally responsible practice.
4. Identify the major historical achievements in world art, ethical and formal issues, current processes, and directions of their area(s) of emphasis.
5. Integrate skills in studio practice, theory, analysis, media and technology to address a variety of art problems, independently and in collaboration with others.
6. Present work that demonstrates perceptual acuity, conceptual understanding, and technical facility at a professional entry level in their chosen field(s).
7. Demonstrate proficiency in communication, presentation, and business skills necessary to engage in professional practice in their major field. This proficiency is based on an understanding of organizational structures and working patterns in artistic, intellectual, economic, technological, and political contexts. (Capstone Seminar Series)
8. Demonstrate through public exhibition the achievement of professional, entry-level competence in the major area of specialization, including significant technical mastery, capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals. (Senior Art Exhibition)
9. Demonstrate ability to form and defend value judgments about art and to communicate art ideas, concepts, and requirements to professionals and laypersons related to the practice of the major field. (Senior Thesis)

Upon completion of the BFA in Graphic Design, students will be able to:
1. Solve communication problems, including the skills of problem identification, research and information gathering, analysis, generation of alternative solutions, prototyping and user testing, and evaluation of outcomes.
2. Describe and respond to the audiences and contexts, which communication solutions must address, including recognition of the physical, cognitive, cultural, and social human factors that shape design decisions.
3. Create and develop visual form in response to communication problems, including an understanding of principles of visual organization/ composition, information hierarchy, symbolic representation, typography, aesthetics, and the construction of meaningful messages.
4. Understand design-related tools and technology, including their roles in the creation, reproduction, and distribution of visual messages. Relevant tools and technologies include, but are not limited to, drawing, offset printing, photography, and time-based and interactive media (film, video, computer multimedia).
5. Demonstrate proficiency in communication, presentation, and business skills necessary to engage in professional practice in graphic design including the ability to organize and manage design projects and to productively collaborate with others in a team. This competency is based on an understanding of organizational
structures and working patterns in design, intellectual, economic, technological, and political contexts. (Capstone Seminar Series)

6. Demonstrate ability to form and defend value judgments about graphic design and to communicate art ideas, concepts, and requirements to professionals and laypersons related to the practice.

7. Identify the major historical achievements, current issues, processes, and directions in the graphic design field as well as in art in general.

8. Identify current intercultural and global issues as they relate to visual communication. Apply ethical reasoning to create sustainable, and socially and environmentally responsible design solutions.

**Bachelor of Fine Arts Major in Studio Art**

Students must complete a minimum of 123 units with a Pacific cumulative and major/program grade point average of 2.0 in order to earn the bachelor of fine arts degree with a major in studio art.

**I. General Education Requirements**

Minimum 42 units and 12 courses that include:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>PACS 001</td>
<td>What is a Good Society</td>
<td>4</td>
</tr>
<tr>
<td>PACS 002</td>
<td>Topical Seminar on a Good Society</td>
<td>4</td>
</tr>
<tr>
<td>PACS 003</td>
<td>What is an Ethical Life?</td>
<td>3</td>
</tr>
</tbody>
</table>

*Note: 1) Pacific Seminars cannot be taken for Pass/No Credit. 2) Transfer students with 28 or more transfer units complete 2 additional General Education elective courses from below in place of taking PACS 001 and PACS 002.*

One course from each subdivision below:

**Social and Behavioral Sciences**

IA. Individual and Interpersonal Behavior

IB. U.S. Studies

IC. Global Studies

**Arts and Humanities**

IIA. Language and Literature

IIB. Worldviews and Ethics

IIC. Visual and Performing Arts

**Natural Sciences and Mathematics**

IIIA. Natural Sciences

IIIB. Mathematics and Formal Logic

IIIC. Science, Technology and Society

or a second IIIA Natural Sciences course

*Note: 1) No more than 2 courses from a single discipline may be applied to meet the requirements of the general education program.*

**II. Diversity Requirement**

Students must complete one diversity course (3-4 units)

*Note: 1) Transfer students with 28 units or more transfer units prior to fall 2011 are encouraged but not required to complete a designated course prior to graduation. 2) Courses may be used also to meet general education and/or major/minor requirements.*

**III. Fundamental Skills**

Students must demonstrate competence in:

- Writing
- Quantitative analysis

**IV. Breadth Requirement**

For the BFA students must complete a minimum of 49 units outside the primary discipline of the first major, regardless of the department that offers the course(s) in that discipline. (Courses include general education courses, transfer courses, CPCE/EXTN units, internships, etc.)

**V. Major Requirements**

77 units from the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 007</td>
<td>Survey of World Art to 1400</td>
<td>4</td>
</tr>
<tr>
<td>ARTH 009</td>
<td>Survey of World Art After 1400</td>
<td>4</td>
</tr>
<tr>
<td>ARTH 116</td>
<td>Contemporary World Art 1945 to Present</td>
<td>4</td>
</tr>
<tr>
<td>ARTS 005</td>
<td>Drawing</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 007</td>
<td>Principles of 2-D Design and Color</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 009</td>
<td>Principles of 3-D Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 011</td>
<td>Digital Photography</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 021</td>
<td>Life Drawing I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 023</td>
<td>Painting I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 037</td>
<td>Sculpture</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 073</td>
<td>Freshman Seminar</td>
<td>1</td>
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<tr>
<td>ARTS 059</td>
<td>Printmaking I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 073</td>
<td>Freshman Seminar</td>
<td>1</td>
</tr>
<tr>
<td>ARTS 087</td>
<td>Internship</td>
<td>1-4</td>
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<tr>
<td>ARTS 089</td>
<td>Practicum</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 095</td>
<td>Video I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 141</td>
<td>Photography II</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 181A</td>
<td>Interdisciplinary Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 181B</td>
<td>Interdisciplinary Studio</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 183</td>
<td>Professional Practices in the Arts</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 185</td>
<td>Studio Arts Capstone</td>
<td>4</td>
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</table>

Select 18 units of the following:

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Units</th>
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</thead>
<tbody>
<tr>
<td>ARTH 120</td>
<td>Chinese Art History</td>
<td></td>
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<tr>
<td>ARTH 122</td>
<td>Japanese Art History</td>
<td></td>
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<tr>
<td>ARTS 057</td>
<td>Watercolor Painting</td>
<td></td>
</tr>
<tr>
<td>ARTS 075</td>
<td>Graphic Design I</td>
<td></td>
</tr>
<tr>
<td>ARTS 091</td>
<td>Print Media Painting</td>
<td></td>
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<tr>
<td>ARTS 105</td>
<td>Web Design</td>
<td></td>
</tr>
<tr>
<td>ARTS 107</td>
<td>Video II</td>
<td></td>
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<tr>
<td>ARTS 115</td>
<td>Animation</td>
<td></td>
</tr>
<tr>
<td>ARTS 121</td>
<td>Life Drawing II</td>
<td></td>
</tr>
<tr>
<td>ARTS 123</td>
<td>Painting II</td>
<td></td>
</tr>
<tr>
<td>ARTS 127</td>
<td>Illustration</td>
<td></td>
</tr>
<tr>
<td>ARTS 133</td>
<td>3-D Studio I</td>
<td></td>
</tr>
<tr>
<td>ARTS 151</td>
<td>Printmaking II</td>
<td></td>
</tr>
<tr>
<td>ARTS 187</td>
<td>Internship</td>
<td></td>
</tr>
<tr>
<td>ARTS 189</td>
<td>Practicum</td>
<td></td>
</tr>
<tr>
<td>ARTS 191</td>
<td>Independent Study</td>
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<tr>
<td>ARTS 197</td>
<td>Undergraduate Research</td>
<td></td>
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<tr>
<td>EDUC 142</td>
<td>Visual Arts in Education</td>
<td></td>
</tr>
<tr>
<td>ENGL 031</td>
<td>Aesthetics of Film</td>
<td></td>
</tr>
<tr>
<td>ENGL 111</td>
<td>Creative Writing: Fiction</td>
<td></td>
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<tr>
<td>ENGL 124</td>
<td>Film History</td>
<td></td>
</tr>
<tr>
<td>THEA 112</td>
<td>Playwriting</td>
<td></td>
</tr>
</tbody>
</table>
Bachelor of Fine Arts Major in Graphic Design

Students must complete a minimum of 123 units with a Pacific cumulative and major/program grade point average of 2.0 in order to earn the bachelor of fine arts degree with a major in graphic design.

I. General Education Requirements

Minimum 42 units and 12 courses that include:

- PACS 001  What is a Good Society  4
- PACS 002  Topical Seminar on a Good Society  4
- PACS 003  What is an Ethical Life?  3

Note: 1) Pacific Seminars cannot be taken for Pass/No Credit. 2) Transfer students with 28 or more transfer units complete 2 additional General Education elective courses from below in place of taking PACS 001 and PACS 002.

One course from each subdivision below:

Social and Behavioral Sciences
IA. Individual and Interpersonal Behavior
IB. U.S. Studies
IC. Global Studies

Arts and Humanities
IIA. Language and Literature
IIB. Worldviews and Ethics
IIC. Visual and Performing Arts

Natural Sciences and Mathematics
IIIA. Natural Sciences
IIIB. Mathematics and Formal Logic
IIIC. Science, Technology and Society
or a second IIIA Natural Sciences course

Note: 1) No more than 2 courses from a single discipline may be applied to meet the requirements of the general education program.

II. Diversity Requirement

Students must complete one diversity course (3-4 units)

Note: 1) Transfer students with 28 units or more transfer units prior to fall 2011 are encouraged but not required to complete a designated course prior to graduation. 2) Courses may be used also to meet general education and/or major/minor requirements.

III. Fundamental Skills

Students must demonstrate competence in:

- Writing
- Quantitative analysis

IV. Breadth Requirement

For the BFA students must complete a minimum of 49 units outside the primary discipline of the first major, regardless of the department who offers the course(s) in that discipline. (Courses include general education courses, transfer courses, CPCE/EXTN units, internships, etc.)

V. Major Requirements

Minimum 77 units that include:

- ARTS 005  Drawing  3
- ARTS 007  Principles of 2-D Design and Color  3
- ARTS 073  Freshman Seminar  1
- ARTS 075  Graphic Design I  3
- ARTS 077  Graphic Design II  3
- ARTS 079  Typography I  3
- ARTS 081  Typography II  3
- ARTS 087  Internship  3
  or ARTS 089  Practicum  3
- ARTS 091  Print Media Graphics  3
- ARTS 103  Graphic Production  3
- ARTS 171  Graphic Design III  3
- ARTS 173  Graphic Design Seminar  4
- ARTS 175  Senior Graphic Design Seminar  4
Select 30 units of the following:
- ARTS 009  Principles of 3-D Design  3
- ARTS 011  Digital Photography  3
- ARTS 021  Life Drawing I  3
- ARTS 023  Painting I  3
- ARTS 037  Sculpture  3
- ARTS 057  Watercolor Painting  3
- ARTS 059  Printmaking I  3
- ARTS 087  Internship  3
- ARTS 089  Practicum  3
- ARTS 095  Video I  3
- ARTS 105  Web Design  3
- ARTS 115  Animation  3
- ARTS 121  Life Drawing II  3
- ARTS 123  Painting II  3
- ARTS 127  Illustration  3
- ARTS 133  3-D Studio I  3
- ARTS 141  Photography II  3
- ARTS 151  Printmaking II  3
- ARTS 181A  Interdisciplinary Studio  3
- ARTS 187  Internship  3
- ARTS 189  Practicum  3
- ARTS 191  Independent Study  3
- ARTS 197  Undergraduate Research  3
Select 8 units of the following:
- ARTH 007  Survey of World Art to 1400  2
- ARTH 009  Survey of World Art After 1400  2
- ARTH 101  Design Thinking  2
- ARTH 116  Contemporary World Art 1945 to Present  2
- ARTH 120  Chinese Art History  2
- ARTH 122  Japanese Art History  2

Minor in Art History

Students must complete a minimum of 20 units and 5 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in art history.

Minor Requirements:
- ARTH 007  Survey of World Art to 1400  4
- ARTH 009  Survey of World Art After 1400  4


Minor in Graphic Design

Students must complete a minimum of 21-22 units and 7 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in graphic design.

Minor Requirements

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTS 075</td>
<td>Graphic Design I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 077</td>
<td>Graphic Design II</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 079</td>
<td>Typography I</td>
<td>3</td>
</tr>
<tr>
<td>Select one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTS 005</td>
<td>Drawing</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 007</td>
<td>Principles of 2-D Design and Color</td>
<td>3</td>
</tr>
<tr>
<td>Select one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTS 091</td>
<td>Print Media Graphics</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 115</td>
<td>Animation</td>
<td>3</td>
</tr>
<tr>
<td>Select one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTH 101</td>
<td>Design Thinking</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 103</td>
<td>Graphic Production</td>
<td>3</td>
</tr>
<tr>
<td>Select one additional elective from the following:</td>
<td></td>
<td></td>
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<tr>
<td>ARTS 095</td>
<td>Video I</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 105</td>
<td>Web Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 141</td>
<td>Photography II</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 171</td>
<td>Graphic Design III</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 173</td>
<td>Graphic Design Seminar</td>
<td>3</td>
</tr>
</tbody>
</table>

Note: 1) The Foundations level courses ARTS 005/ARTS 007 and ARTS 075 should be completed by the end of the first year. 2) ARTS 115 and ARTS 173 are considered capstone courses and are to be taken during the last year of study. 3) A minimum of 12 units from the Minor course of study must be completed at Pacific.

Minor in Studio Arts

Students must complete a minimum of 20 units and 5 courses with a Pacific minor grade point average of 2.0 in order to earn a minor in studio arts.

Minor Requirements

Minimum 11 units in foundational courses that include:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARTH 116</td>
<td>Contemporary World Art 1945 to Present</td>
<td>4</td>
</tr>
<tr>
<td>Select one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTS 007</td>
<td>Principles of 2-D Design and Color</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 009</td>
<td>Principles of 3-D Design</td>
<td>3</td>
</tr>
<tr>
<td>ARTS 077</td>
<td>Graphic Design II</td>
<td>3</td>
</tr>
<tr>
<td>Select one of the following:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARTS 003</td>
<td>Visual Arts Exploration</td>
<td>3</td>
</tr>
<tr>
<td>ARTH 116</td>
<td>Contemporary World Art 1945 to Present</td>
<td>3</td>
</tr>
</tbody>
</table>

Note: 1) These nine units may be in one area such as drawing, painting, printmaking, sculpture, photography, video or graphic design. They may also be earned in courses from two or more of these areas. 2) Students are encouraged to consult a Studio Art Faculty Advisor to plan your Minor as not all courses are offered every semester. 3) A minimum of 12 units from the Minor course of study must be completed at Pacific.

Art History Courses

ARTH 007. Survey of World Art to 1400. 4 Units.
This foundational level art history course surveys the major periods of world art from the Stone Age to the onset of the Renaissance in the West during the 14th-century. This is a lecture-based course that uses visual images to examine the characteristics and styles of each period. Works of art are placed in their aesthetic, social, and cultural contexts. The course provides an introduction to the discipline of art history. (GE2C)

ARTH 009. Survey of World Art After 1400. 4 Units.
A continuation of ARTH 007, this course surveys the history of world art from the fifteenth century to the present and considers major works of painting, sculpture, architecture, and the applied arts. The course pays particular attention to situating works of art in their aesthetic, social, and cultural contexts and it also provides an introduction to the discipline of art history. (GE2C)

ARTH 087. Internship. 2-4 Units.
This off-campus internship offers non-classroom experiences/projects related to art history.

ARTH 089. Practicum. 1-4 Units.
This off-campus practicum offers non-classroom experiences/projects related to art history.

ARTH 101. Design Thinking. 4 Units.
A survey of visual communication introduced by formal analysis of major works of design within the context of their time and influence on later works. This course highlights significant events in communication and design thinking from 1450 to the present with particular emphasis on the past century of design. (GE2C)

ARTH 108. Renaissance Art and Architecture. 4 Units.
Students examine the art (painting, sculpture and architecture) of the 15th and 16th centuries in Italy and Northern Europe. The course focuses on major artists and artistic movements of the period who include Botticelli, Leonardo, Michelangelo, Raphael, Bramante, and Titian. The works of art are discussed in their artistic, historical and cultural contexts. (GE2C)

ARTH 110. 17th Century Art: Age of Rembrandt. 4 Units.
This course examines the masters of 17th century art. Major themes include the development of naturalism, a new interest in space, time and light, and relationship to artistic tradition.

ARTH 112. 19th Century European Art. 4 Units.
Major artists and artistic movements of the period are explored and include Neoclassicism, Romanticism, Realism and Impressionism. Students analyze the effects of gender upon representation and artistic practice, the effects of politics and class upon visual representation and the impact of urbanization. Painting, sculpture, photography, and architecture are considered. Art historical methods that include formalism, psychoanalysis, Marxism, and gender theory are explored. (GE2C)
ARTH 114. 20th Century Art and Film. 4 Units.
Major styles of the 20th century that include Fauvism, Cubism, Expressionism, Surrealism, etc., and their appearance in visual arts, theater design, and film are explored. Students also evaluate how Western European artists borrowed imagery from other cultures and their relationship to colonialist concerns. Students also consider representations of the body and how this imagery relates to gender constructions. The effects of urbanization upon the artistic enterprise and the development of abstract and non-objective art are also considered. This course satisfies a requirement of Film Studies minor. (GE2C, GEND)

ARTH 116. Contemporary World Art 1945 to Present. 4 Units.
This course explores major artists, styles, and movements in world art from 1945 to the present. Gestural abstraction, Pop, Photo Realism, Happenings, Video, Performance, Conceptual and Political art as well as film are a few of the trends that are considered. Ever-expanding notions of what constitutes art in this pluralistic era is also examined. This course satisfies a requirement of the Film Studies minor. (FILM, GE2C, GEND)

ARTH 120. Chinese Art History. 4 Units.
This course is an introductory survey of the visual arts of China, from the Stone Age to the present. Students analyze works of art stylistically and their meanings are examined within original political and social contexts. China’s enduring artistic tradition is emphasized. (GE2C)

ARTH 122. Japanese Art History. 4 Units.
This introductory course surveys the visual arts of Japan from prehistoric to the present. Students analyze works of art for their style, meanings, and original political and social contexts. How artists worked within Japanese artistic tradition and how they absorbed influences from abroad is emphasized. (GE2C)

ARTH 130. Greek Art and Architecture. 4 Units.
This course offers an introductory survey of the art and architecture of ancient Greece from the Bronze Age to the Hellenistic period. Students explore the stylistic development of Greek sculpture, painting and architecture and examine what this art can tell us about the ancient Greeks and how extensively it has influenced our modern world. This course is offered in alternate years.

ARTH 132. Roman Art and Architecture. 4 Units.
This introductory course surveys the art and architecture of ancient Etruria and Rome from 600 B.C.E to the 4th century C.E. Students explore the role of Roman art and architecture and its Etruscan influences in Roman life and history. Attention is given to examples of Roman influence that surround us today. This course is offered in alternate years.

ARTH 187. Internship. 2-4 Units.
This off-campus internship offers non-classroom experiences/projects related to art history.

ARTH 189. Practicum. 1-4 Units.
This off-campus, non-classroom practicum offers experiences/projects related to art history.

ARTH 191. Independent Study. 2-4 Units.
This course requires permission of faculty to enroll. Unless indicated, independent study courses may be counted only as electives.

ARTH 193. Special Topics. 4 Units.

ARTH 197. Independent Research. 2-4 Units.

Studio Art Courses

ARTS 003. Visual Arts Exploration. 4 Units.
This hands-on course is designed as an experiential studio/discussion course with emphasis upon acquiring practical skills and appreciation for the theoretical aspects of the creative process. This course explores two-dimensional and three-dimensional art forms such as drawing, painting, printmaking, sculpture and ceramics. (GE2C)

ARTS 005. Drawing. 3 Units.
This foundational level hands-on course in drawing has an emphasis upon skill building and the visual and conceptual possibilities of art through drawing. A variety of projects and materials are used to investigate the medium’s history, traditional approaches and expressive possibilities. (GE2C)

ARTS 007. Principles of 2-D Design and Color. 3 Units.
This foundational level hands-on course introduces the theoretical application of the elements and principles of 2-D design and the practical applications of color theory. Exercises in visual thinking and the use of traditional principles of composition and two-dimensional media are emphasized through sequential, skill building projects. (GE2C)

ARTS 009. Principles of 3-D Design. 3 Units.
This foundational level hands-on course introduces the theory and principles of 3-D design found in organic and man-made objects. Developing creative design solutions is emphasized through observations of nature architecture, visual art, industrial design and sequential, skill building projects. (GE2C)

ARTS 011. Digital Photography. 3 Units.
This course provides an introduction to the theory, process, and aesthetics of digital photography. Through a series of practical and conceptual assignments, students learn to work with digital cameras and a selection of software for image editing and printing. Students must provide their own digital cameras with fully manual exposure controls. Approximately $150 should be budgeted for other photographic materials that are not supplied by the University. Additional lab fees also apply. (FILM, GE2C)

ARTS 021. Life Drawing I. 3 Units.
This course places primary emphasis on the development of visual and perceptual skills relative to drawing the human body. This course covers exercises in the anatomical, structural, formal and expressive factors of figure drawing. Prerequisite: ARTS 005.

ARTS 023. Painting I. 3 Units.
This course introduces the concepts, methods and materials of oil painting. Drawing and painting skills, creative problem solving, artistic intent, personal imagery and aesthetic judgement will be developed in this course. (GE2C)

ARTS 037. Sculpture. 3 Units.
This introductory hands-on course explores the concepts and creative potential of sculpture. Through a sequence of applied assignments and exploration of a variety of media (clay, wood, plaster, metal, etc.) students learn to use materials and tools to create sculpture. (GE2C)

ARTS 057. Watercolor Painting. 3 Units.
Through demonstrations, readings, discussions and studio work this course introduces a variety of materials, techniques, traditions and contemporary uses of watercolor painting. A sequence of practical assignments incorporate aesthetic and conceptual development to build skill with the media and personal expression. Prerequisite: ARTS 005.
ARTS 059. Printmaking I. 3 Units.
This course is an introductory hands-on course that examines the historical and aesthetic development of the processes, materials and techniques of printmaking. A sequence of applied assignments incorporate the aesthetic and conceptual development to achieve basic mastery of the printmaking process.

ARTS 073. Freshman Seminar. 1 Unit.
This Freshman Seminar introduces the student majoring in either Studio Art or Graphic Design to issues related to professional practice, philosophical direction, and the creative process in the visual arts.

ARTS 075. Graphic Design I. 3 Units.
This course is a beginning non-computer studio course that gives students a broad and thorough exposure to the practice and profession of Graphic Design. (GE/C)

ARTS 077. Graphic Design II. 3 Units.
This intermediate level studio course expands on the skills and knowledge acquired in Graphic Design I. The course alternately explores theoretical and applied practical assignments that require problem solving attention to design development and multi-level thinking. Specific themes/topics for the course include visual grouping and hierarchy, visual perception, visual identity development and application of Gestalt theory. Prerequisite: ARTS 075 or permission of instructor.

ARTS 079. Typography I. 3 Units.
This course provides an introduction to the study of the letterform as a cornerstone of graphic design. It focuses on how typography can be used as a communicative device as well as a graphic, compositional and expressive element. Topics include letterform anatomy, letterform analysis, measuring systems, typographic identification, and practical issues of setting and using type effectively. Prerequisite: ARTS 005, ARTS 007 or ARTS 075 or permission of instructor.

ARTS 081. Typography II. 3 Units.
Students who enroll have the opportunity to apply the principles and concepts introduced in ARTS 079 to more complex typographic problems. Directions involving experimental and theoretical as well as practical and functional applications of type will be explored. A Macintosh laptop computer is required and lab fees apply. Prerequisite: ARTS 079 or permission of instructor.

ARTS 087. Internship. 1-4 Units.
The internship offers off-campus, non-classroom experience that applies to the studio arts in a professional context.

ARTS 089. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific studio arts.

ARTS 091. Print Media Graphics. 3 Units.
This course explores graphic design for publication. Assignments examine and develop creative solutions for graphic design and methods of publishing in print utilizing software applications in graphic design and contemporary publishing. Lab fees apply. Prerequisite: ARTS 079 or permission of instructor.

ARTS 095. Video I. 3 Units.
Video I is an introductory level course teaching the construction of time-based visual narratives. Students will develop projects using camera generated images and time-based software applications. Assignments focus on sequential storytelling, animation, video editing, and thematic development. Students must provide their own digital still cameras for this course. Approximately $100 is needed for other materials and equipment that are not supplied by the University. Additional lab fees. (FILM)

ARTS 103. Graphic Production. 3 Units.
This course examines methods and procedures of efficient production practices that include typographic issues, image adjustment, digital file format preparation and related technologies for the graphic design student. Lab fees apply. Prerequisite: ARTS 077 or ARTS 091 or permission of instructor.

ARTS 105. Web Design. 3 Units.
This intermediate level course for studio art and graphic design majors teaches the development of web sites for commercial applications and artist's portfolios. Emphasis is placed upon effective approaches to the organization and design of web sites for self-promotion, employment, and e-commerce. Lab fees apply. Prerequisite: ARTS 091 or permission of instructor.

ARTS 107. Video II. 3 Units.
Video II is an advanced video course. Students will be assigned advanced and self-directed long-term projects, as well as learning more advanced software techniques for video editing. Approximately $100 should also be budgeted for other materials and equipment that are not supplied by the University. Prerequisite: ARTS 095.

ARTS 115. Animation. 3 Units.
This course challenges the student to create interpretive design solutions for complex interactive problems, which rely primarily upon motion and time to communicate visual ideas. Students explore these highly conceptual problems through use of digital technology. The course emphasizes dynamic, thoughtful, and appropriate visual communication solutions. Lab fees apply. Prerequisite: ARTS 091 or permission of instructor.

ARTS 121. Life Drawing II. 3 Units.
This course builds upon the experiences and skills achieved in Life Drawing I. The course emphasizes personal expression and advanced drawing from the nude figure. Prerequisite: ARTS 021.

ARTS 123. Painting II. 3 Units.
A studio course builds upon the experience and skills achieved in beginning drawing and painting. Instruction focuses upon problem solving using traditional and contemporary solutions and media. The development of personal style and expression is emphasized. Prerequisites: ARTS 005 and ARTS 023.

ARTS 127. Illustration. 3 Units.
This course examines the historical and applied application of visual art for publication and mass media. A series of practical assignments investigate a variety of sub-themes routinely practiced by illustrators such as advertising, editorial, scientific and book illustration. Prerequisites: ARTS 021 or ARTS 023.

ARTS 133. 3-D Studio I. 3 Units.
This course emphasizes intermediate skill building and conceptual development for three-dimensional art forms and it builds upon foundational skills of ceramics and sculpture, students explore contemporary trends, methods and materials applicable to 3-D studio practice. Prerequisite: ARTS 035 or ARTS 037.

ARTS 141. Photography II. 3 Units.
This intermediate course builds upon level one instruction in digital photography. This course introduces students to the photographic studio with practical instruction in studio lighting theory and techniques. The course also includes advanced camera and digital software applications for professional photographers who create photographs for editorial illustration, publication and exhibition. A laptop computer, preferably Mac, is required. Prerequisite: ARTS 045. (FILM)
ARTS 151. Printmaking II. 3 Units.
This intermediate level course emphasizes mastery of a simple process introduced in ARTS 059. Students are required to conduct historical, technical and aesthetic research to provide background and rigor to their investigation and completed work. Prerequisite: ARTS 059.

ARTS 171. Graphic Design III. 3 Units.
This is an advanced level course with intensive involvement in project development. Emphasis is placed upon research and selecting design processes, client communication and professional presentation of work. Macintosh laptop computer required. Lab fees apply. Prerequisites: ARTS 077 or ARTS 081 or permission of instructor.

ARTS 173. Graphic Design Seminar. 4 Units.
This is the first of two capstone courses that emphasizes research in the field of graphic design. It is an advanced level course in project and portfolio development. Prerequisite: ARTS 171 or permission of instructor. BFA majors in graphic design with junior standing.

ARTS 175. Senior Graphic Design Seminar. 4 Units.
This seminar is only open to BFA majors in graphic design with senior standing. This capstone course emphasizes research in the field of graphic design, and completion of a senior presentation and exhibition is required. Prerequisite: ARTS 173 or permission of instructor.

ARTS 181A. Interdisciplinary Studio. 3 Units.
ARTS 181A and ARTS 181B is an advanced level studio course that focuses on the development of research skills and interdisciplinary practice in the arts. Anchored in the tradition of rigorous studio practices, and enhanced by innovative approaches to creative thinking and research, interdisciplinary studio offers a context for practicing art in the contemporary/multidisciplinary arts environment. Interdisciplinary studies of drawing, painting, printmaking, photography, and three-dimensional media are supported through close guidance and mentorship by art and design faculty. Junior standing or permission of instructor.

ARTS 181B. Interdisciplinary Studio. 3 Units.
ARTS 181A and ARTS 181B is an advanced level studio course that focuses on the development of research skills and interdisciplinary practice in the arts. Anchored in the tradition of rigorous studio practices, and enhanced by innovative approaches to creative thinking and research, interdisciplinary studio offers a context for practicing art in the contemporary/multidisciplinary arts environment. Interdisciplinary studies of drawing, painting, printmaking, photography, and three-dimensional media are supported through close guidance and mentorship by art and design faculty. Junior standing or permission of instructor.

ARTS 183. Professional Practices in the Arts. 3 Units.
This course prepares Bachelor of Fine Arts degree candidates for graduate study and/or entry level to a professional art career. This course involves reading/discussions, fieldtrips and practical assignments that emphasize professional identity, self-promotion, in addition to legal and business practices for artists.

ARTS 185. Studio Arts Capstone. 4 Units.
This is the capstone course for the BFA in Studio Arts. This course involves intensive studio work in a chosen concentration and it includes research, critiques and fieldtrips that define the activities undertaken during this course. Emphasis is placed upon preparing a senior thesis and a senior exhibition. Prerequisites: ARTS 181 and ARTS 183.

ARTS 187. Internship. 2-4 Units.
The internship offers off-campus, non-classroom experience that applies to the studio arts in a professional context.

ARTS 189. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific graphic studio arts.

ARTS 189A. Practicum. 1-4 Units.
The practicum offers on-campus, non-classroom experiences/projects that relate to discipline-specific graphic studio arts.

ARTS 189B. Practicum. 1-4 Units.

ARTS 189C. Practicum. 1-4 Units.

ARTS 189D. Practicum. 1-4 Units.

ARTS 191. Independent Study. 2-4 Units.
Enrolled by permission of the faculty only. Unless indicated, independent study courses may be counted only as electives. IS Contracts must be completed by student and faculty and approved by the department Chair. Prerequisites: Completion of foundations and upper division course work or permission of Department Chair.

ARTS 193. Special Topics. 2-4 Units.

ARTS 197. Undergraduate Research. 2-4 Units.
Undergraduate research in studio art is conducted in consultation with a faculty advisor. Student research focuses upon selected topics in the studio arts-related inquiries and advanced research in the field. Students who take this course must participate in the Pacific Undergraduate Research and Creativity Conference (PURC) held each spring. Permission from Department Chair or supervising faculty.